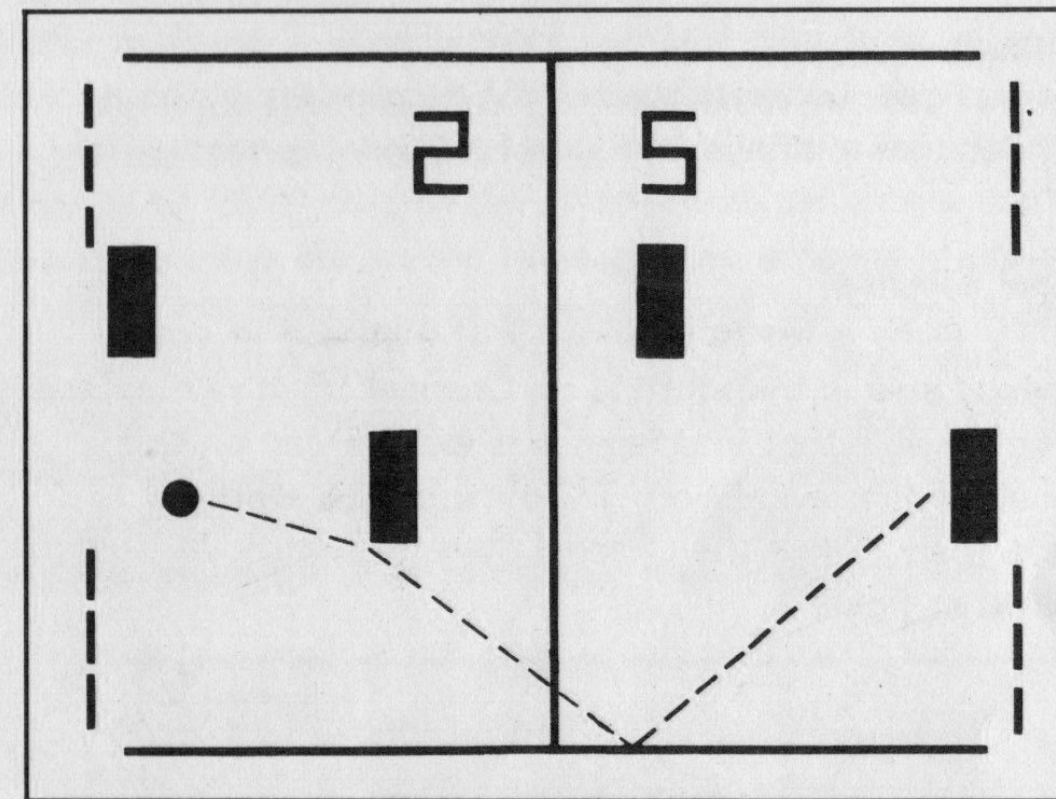


GRANADA



OPERATION MANUAL

UNPACKING INSTRUCTIONS

Lift video sport out of the styrofoam box.

You should have the following items:—

1. Video sport control console.
2. Antenna adapter
3. 4 "D" batteries
4. One battery eliminator
5. One remote control

INSTALLATION

1. Installing batteries

To install batteries, remove battery compartment cover and install batteries as shown on figure 1. Observe correct battery polarity.

2. Channel Selection

Your TV game is set to Channel 3. If a station in your immediate area is transmitting on Channel 3, on rare occasion it may be possible that interference is experienced on this Channel. In that event your TV game can be switched to Channel 4 by sliding the Channel Selector switch, to Channel 4 as shown in figure 1.

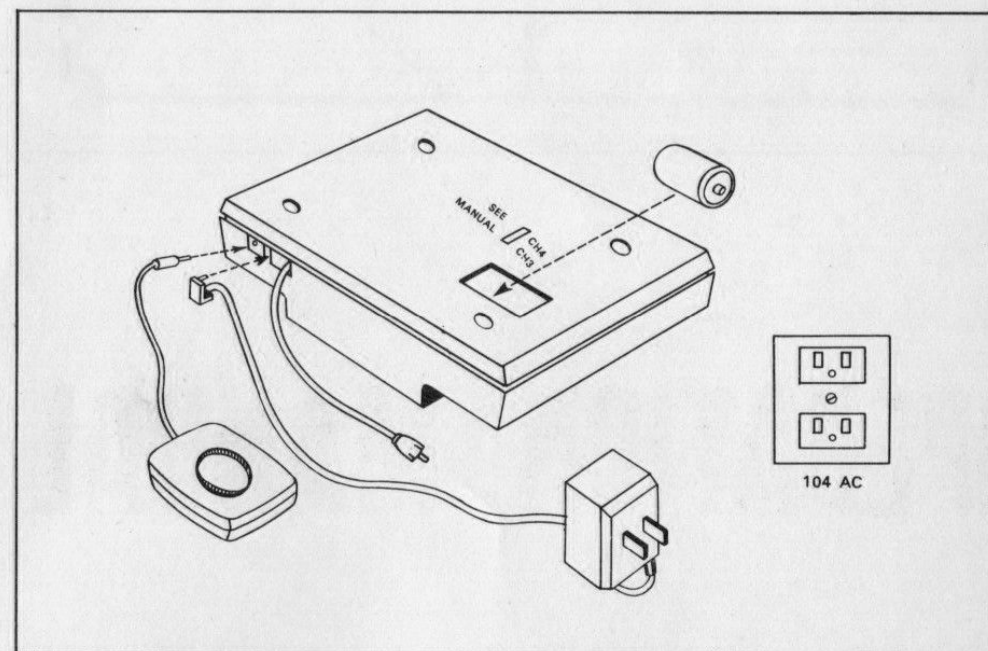


figure 1

3. Battery Eliminator

Your TV game has provision for a battery eliminator allowing you to operate the unit on ordinary 110V house current. Plug the battery eliminator into a wall outlet. Plug the other end of the eliminator wire into the jack on the rear of the control unit as shown on figure 1.

4. Remote Control

To connect the remote control, plug remote control into receptacle as shown in figure 1.

5. Antenna Adapter (To select TV viewing or game)

Refer to figure 2. Attach short twinlead wire from antenna adapter to your television **VHF** antenna screws (Do not connect to **UHF** antenna screws) Attach twinlead down lead from your antenna or rabbit ears to the antenna adapter screws marked antenna. If you are on the cable or your antenna is equipped with 75 ohm coaxial cable (Round cable) use a coaxial cable to flat twinlead matching transformer. Connect the coaxial cable to the matching transformer and the flat twinlead wires to the antenna adapter screws marked antenna. Connect the round coaxial cable from the TV game control unit to the antenna adapter connector marked "GAME" see figure 2.

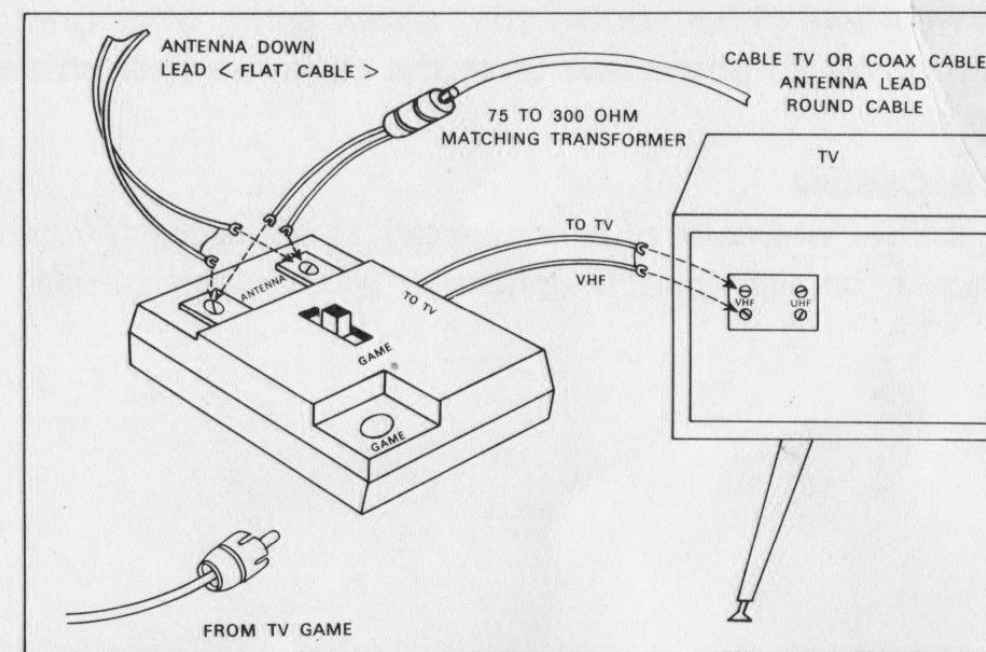


figure 2

DESCRIPTION OF CONTROLS

A. ON-OFF

This switch turns the power ON or OFF.

B. Paddle Size

This switch selects either small or large paddles.

C. Ball Speed

This switch selects either slow or fast ball speed.

D. Manual Serve

This switch is useful when the game is set to fast ball and small paddle. In the manual serve mode the ball will only be served when the switch is momentarily put to automatic and then returned to the manual mode. In the automatic serve mode the ball will be served automatically after each score.

E. GAME SELECTOR SWITCH

4 games can be selected by this switch as follows:—

“Tennis”

“Hockey”

“Practice”

“Squash”

F. Game Start

This switch will allow you to start a new game, after one of the players scored 15 points and after the game has been initially turned on.

G. Remote Control

When the remote control is connected, it will automatically disconnect the right paddle controller and activate remote control.

HOW TO PLAY YOUR TV GAME

A. Turn switch on the antenna adapter to “Game”.

B. Turn on your T.V.

C. Set channel selector to Channel 3.*

D. If your set has automatic fine tuning (AFT), turn to **Manual** or **Defeat** position.

E. Turn on game, fine tune T.V. to obtain best picture.

F. Turn down T.V. set sound to prevent buzzing sound.

G. Adjust T.V. brightness and contrast so that the T.V. screen background is black and the boundaries, players and ball are white.

H. Select the desired game.

Refer to the section which describes each game for playing rules.

I. **Momentarily** press START Switch. Score will be reset to O-O, and the paddles are activated.

Note: The game cannot be played when either left or right score displays 15 or after the game has been initially turned on. In either case, press the START switch momentarily to start the game.

* On rare occasions it may be possible that interference is experienced on this Channel. In that event your TV game can be switched to Channel 4. (See Installation.)

GAME DESCRIPTION

Tennis

The game will appear on your screen as shown on figure 3. It is played by the players who use the left and right paddle controllers to vertically raise or lower their paddles. Play starts upon depressing the start switch which causes the score to reset to 0-0 and when the manual serve switch is in the automatic position will serve the ball from either the left or the right court. The player who is served must hit the ball back to his opponent, who must then return it. When either player misses his shot, a point is scored for his opponent and the next ball is served to him from the opponents court. Scoring is automatically displayed. The game ends with the first player to reach 15 point.

Squash

Squash consists of a court as depicted in figure 4. It plays identical to tennis except only one player operates at a time and both are on the same side of the court, playing against the opposite wall. After the ball is served the left player must hit the ball first and then alternates between the two players. This action continues until a point is scored. The object of the game is to keep the ball in play by continuously hitting it to the back court wall. The ball can be reflected off 3 sides – the top, bottom, and left wall. Again the first player to score 15 points is the winner.

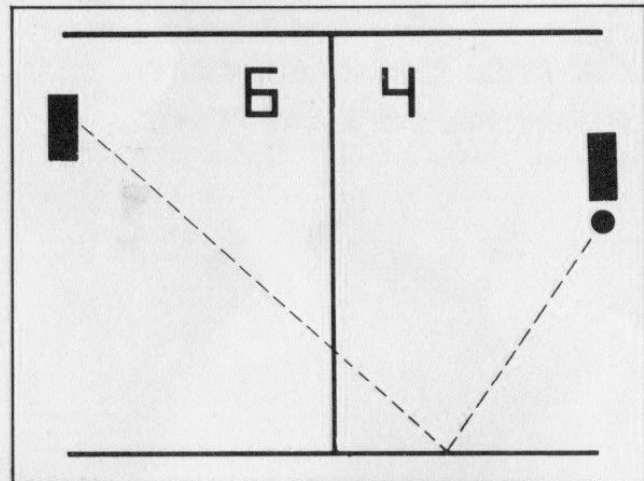


figure 3

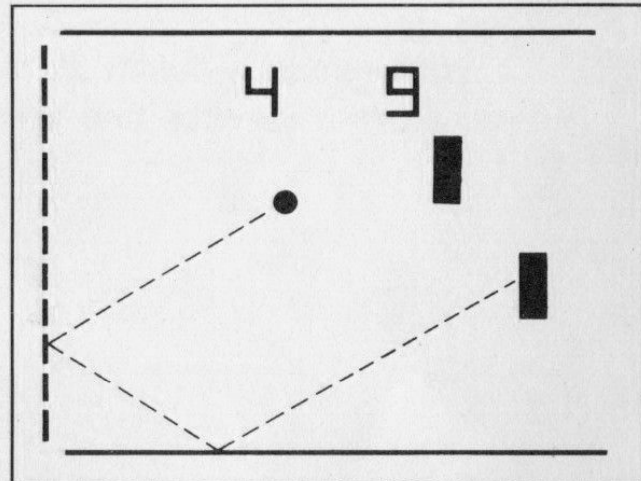


figure 4

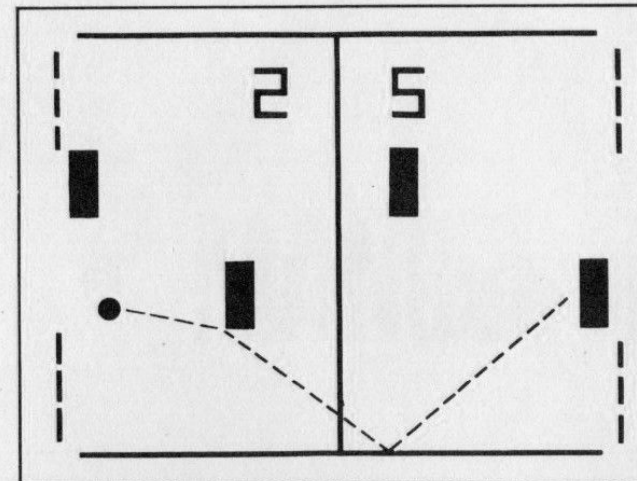


figure 5

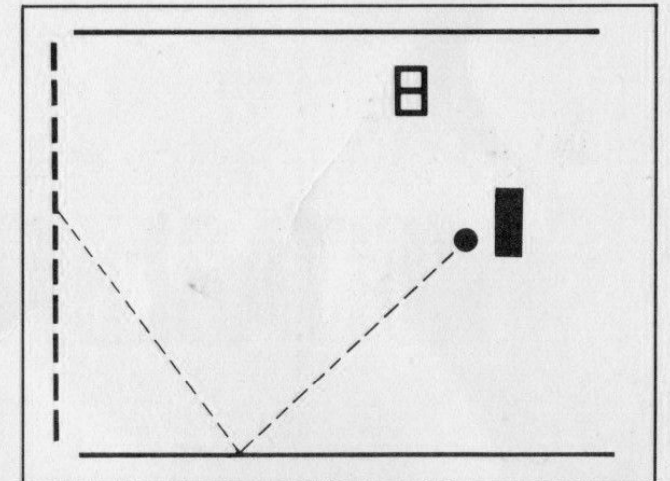


figure 6

Hockey

This game will appear on your screen as shown on figure 5. Hockey, while similar to tennis, is a much faster and more exciting game. Each player controls his "GOALIE" who moves in a vertical motion, and one forward "MAN" who also moves vertically. These "MEN" move up and down as a group. As in tennis, the opening serve comes cross-court to either player on a random basis. Further serves are to player who has just lost a point. Since each player has two "MEN" who can return the puck, the play is very fast. Scoring is the same as in tennis – first player to reach 15 points is the winner.

Practice

This game is almost identical to squash except that it is played by a single player with a single paddle as shown on figure 6. And only one side will score points.

ACTION SOUNDS

In all games three types of sound are heard.

- A. Sound when the ball reflects of boundaries.
- B. When the ball hits a paddle.
- C. When a score is made.